

# BATTLES OF NAPOLEON™

56 12/02

HALF PRICE BOOKS

\$ 98

A CONSTRUCTION SET



APPLE

5 1/4" disk

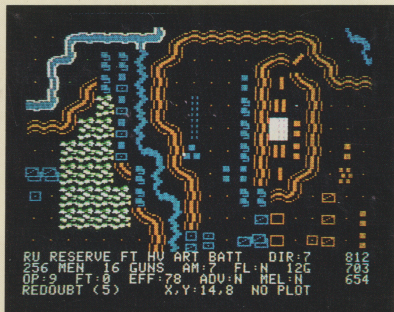
• Disk for Apple II+, IIe, IIc and IIgs I  
with 64K minimum.



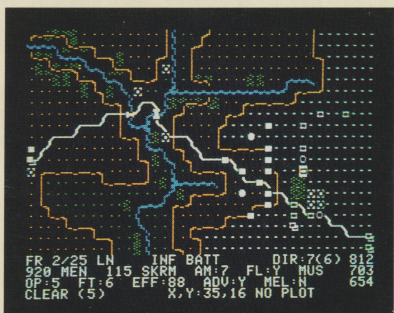
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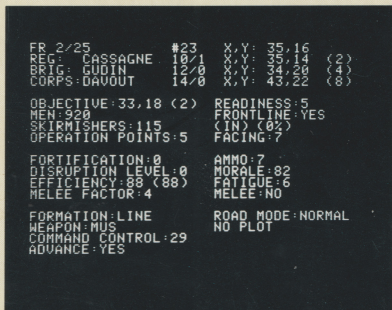
# Reconstruct *any* Napoleonic battle from the pages of history ...or your imagination!



*Tactical view of the Battle of Borodino in progress.*



*Strategic-map view of the Battle of Auerstaedt.*



*Unit statistics of a French battalion in the Battle of Auerstaedt.*

BATTLES OF NAPOLEON allows you to simulate practically any Napoleonic engagement on a detailed, tactical level. How? By giving you all the tools to create any battle of that historic era.

BATTLES OF NAPOLEON is a superb advanced wargame — and a full-blown construction set.

Use the computer to generate random maps, then modify them as you choose.

Or start from scratch by building your own maps, square-by-square (each representing 100 yards). Your terrain options include five levels of elevation, woods, roads, fields, swamps, water, towns and redoubts. Create your own armies or adjust the armies provided to suit your exact specifications: number of men, type of units, weapons and nationality. Rate your units for melee strength, leadership and morale.

The construction-set features enable you to change game parameters such as the weapons tables, fire/terrain modifiers, and other important values. You can literally make any game you can imagine!

Want to bypass the design phase and jump right into action? Simply choose from the many pre-made scenarios, such as Waterloo, Quatre Bras, Auerstaedt and Borodino.

If your idea of fun involves skirmishers, cavalry charges and infantry squares, look no further than BATTLES OF NAPOLEON!

Screen displays shown are from the APPLE. Displays from other computer(s) may vary.

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NAPOLEON AP



- Re-create any Napoleonic battle – real or imaginary.
- Each square on the map represents 100 yards.
- Use the construction-set features to change game parameters such as the weapons tables, fire/terrain modifiers and other important values in the game.
- For one or two players.

- Design your own battles with a powerful editor that allows you to make maps and armies with a variety of command structures and sizes.
- Game includes cavalry charges, skirmishes, square and line formations, and every combat formation that participated in the Napoleonic battles.

**BATTLES OF NAPOLEON** was designed by **David Landrey and Chuck Kroegel**, who also designed **SSI's GETTYSBURG: THE TURNING POINT™**.

■ **Playing Time: 2 to 20 Hours.** ■ **Advanced Level.**

Art director: **LOUIS HSU SAEKOW**

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